

Figure 1

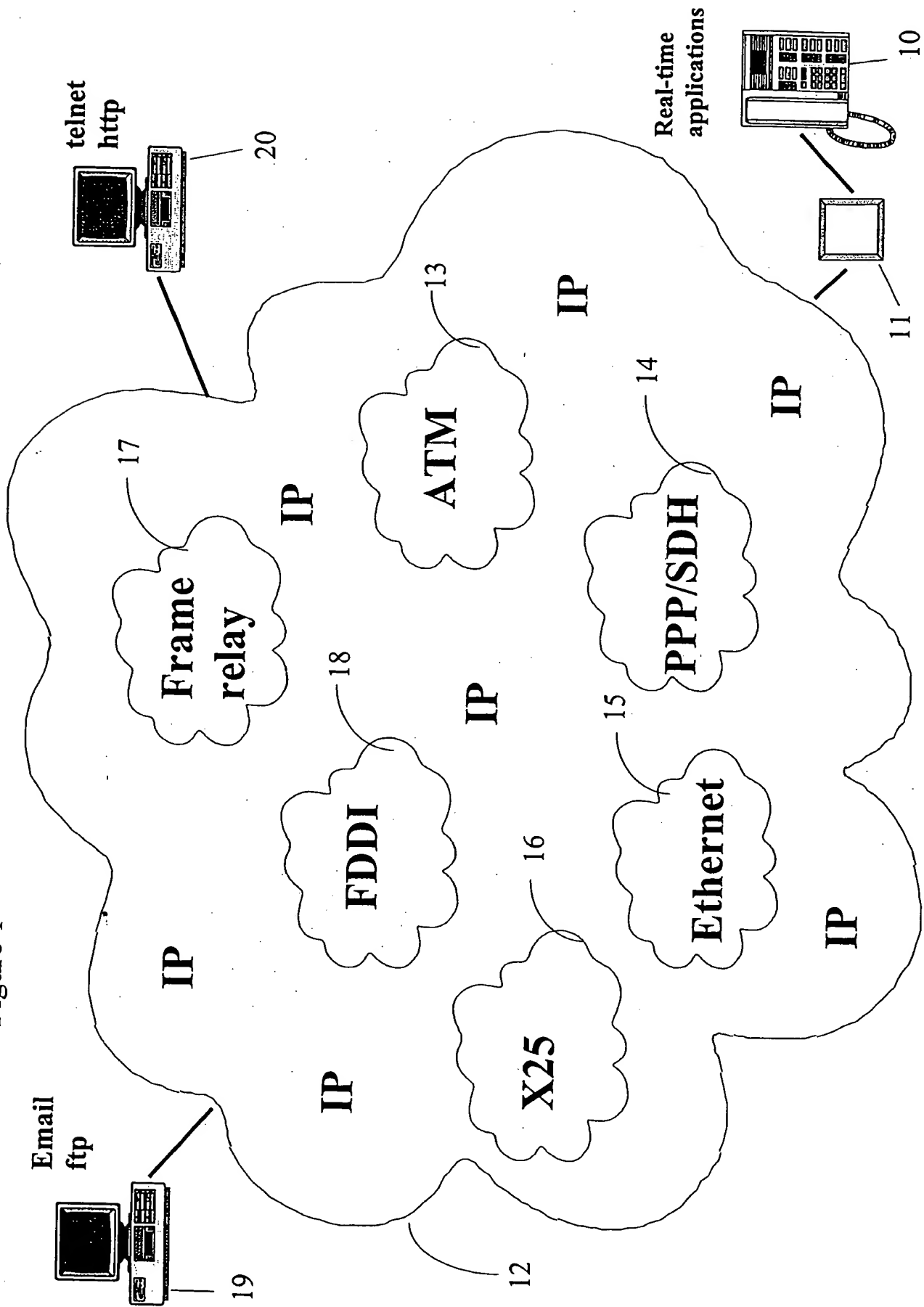


Figure 2

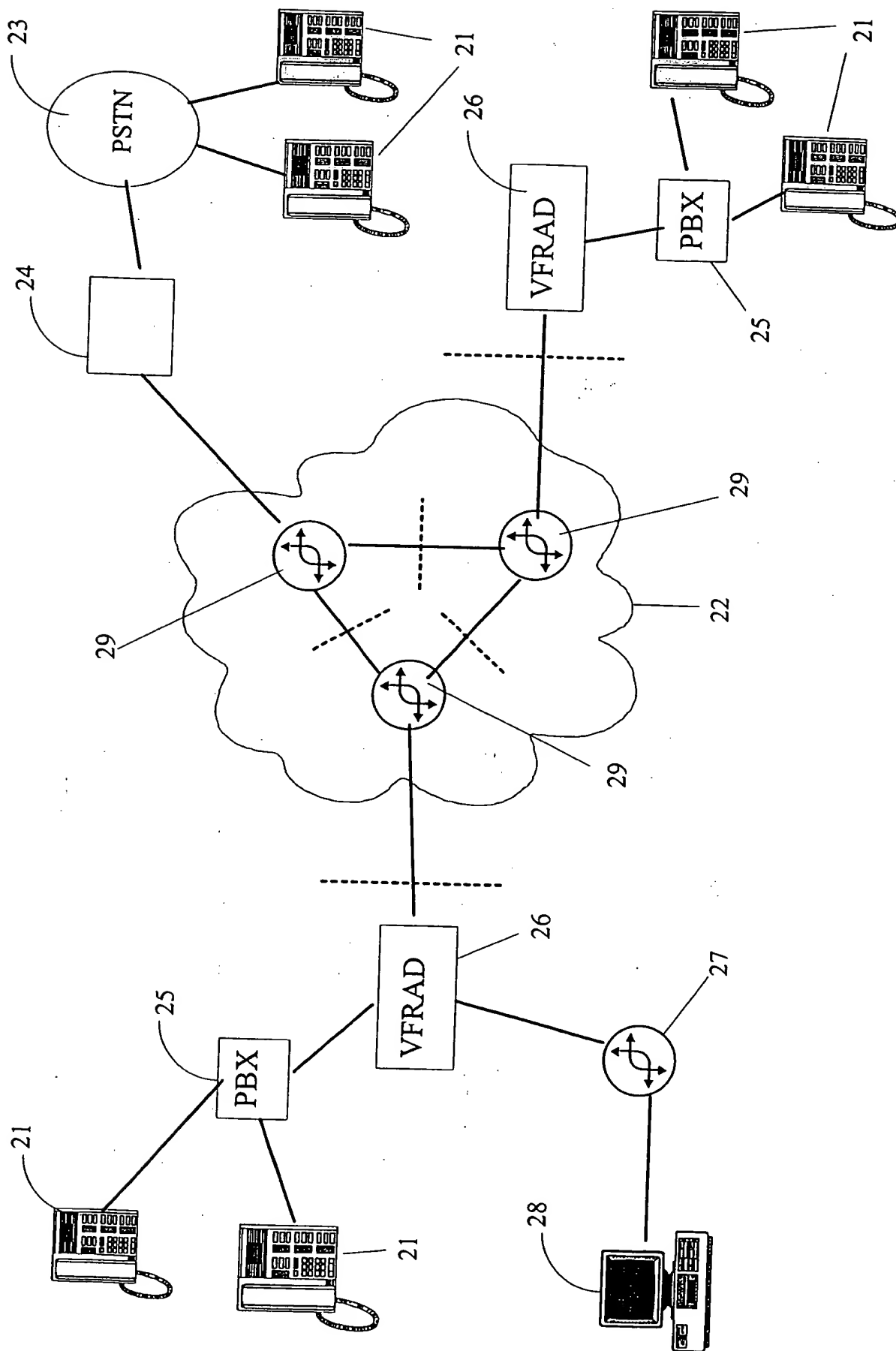


Figure 3 is a block diagram of a system for transmitting and receiving data over a network. The system is divided into three main sections: SENDER, NETWORK, and RECEIVER. The SENDER section includes a Sampler (32) which feeds into an Input buffer (33), which in turn feeds into an encoder (34). The NETWORK section is represented by a dashed line (35) and includes Queueing delay and Link propagation delay. The RECEIVER section includes a Dejitter buffer (36) which feeds into a decoder (37), which in turn feeds into a Player (38). The entire system is labeled as a RECEIVER (39).

Figure 3

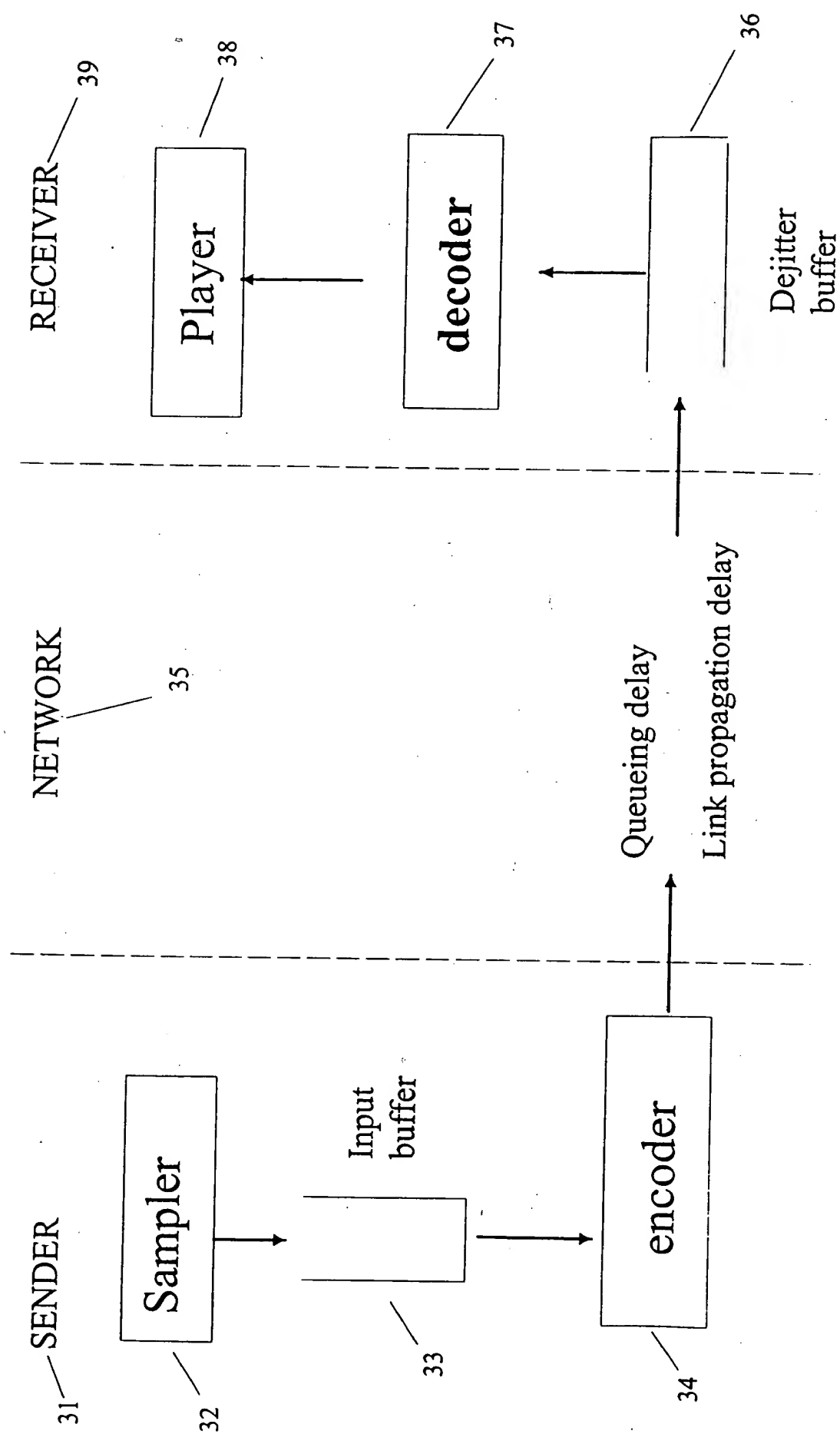


Figure 4

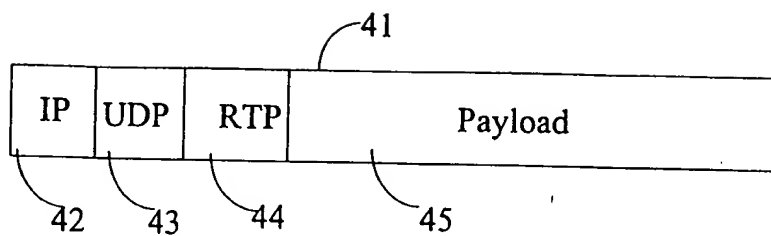


Figure 5

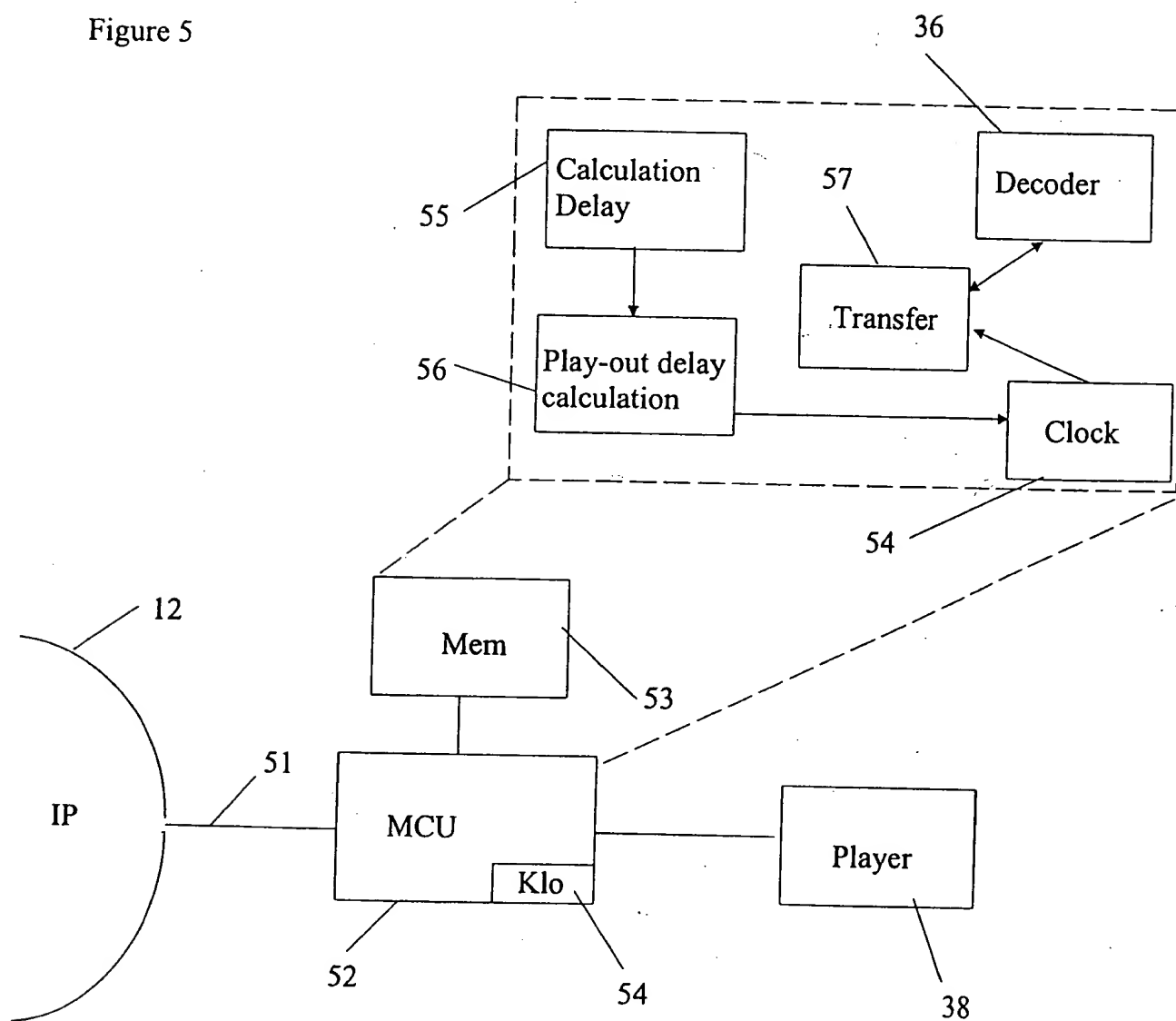
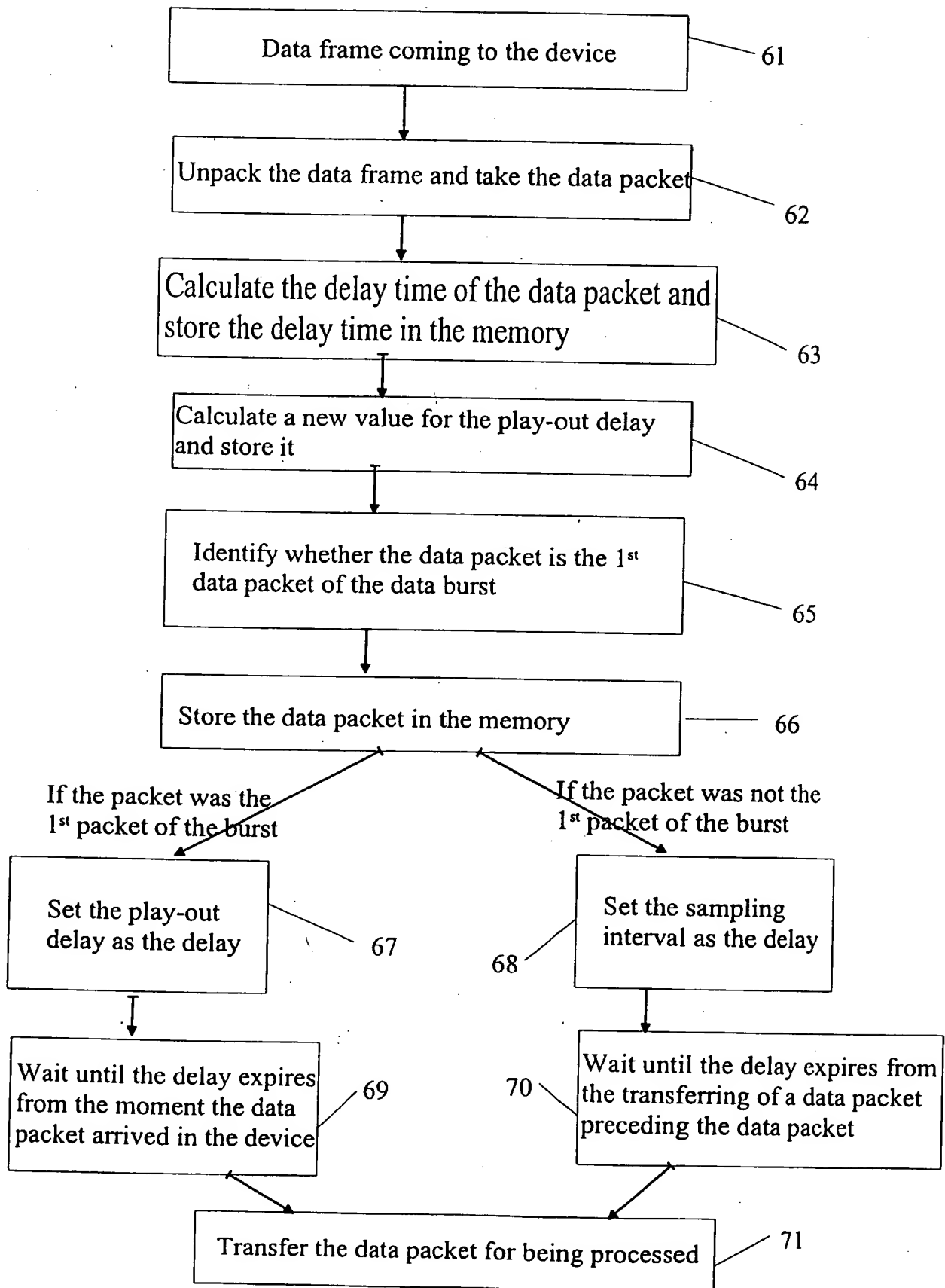
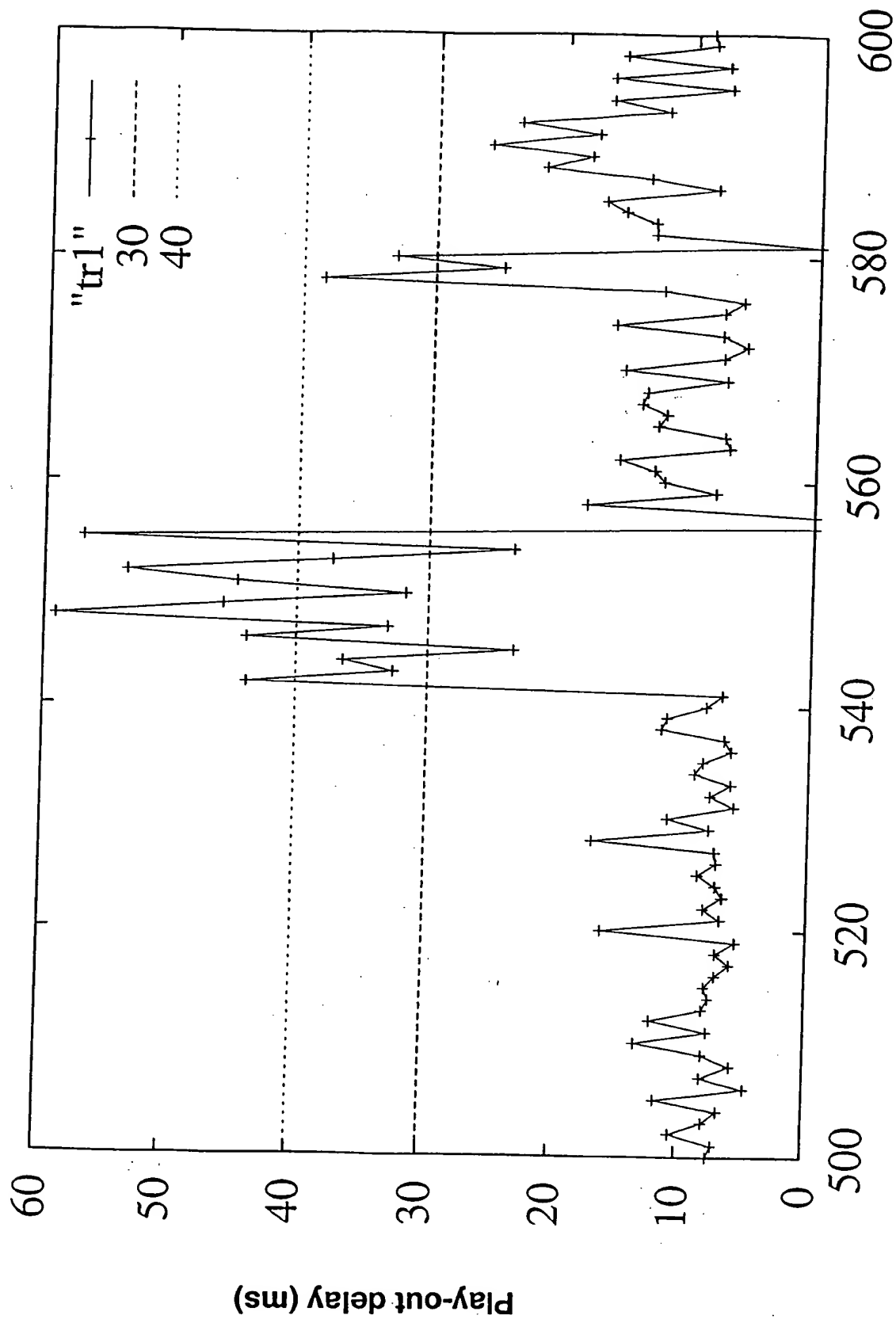


Figure 6





Sequence Number of Data Packet

Figure 7